What we claim is:

     1. Apparatus for sharing data over a network, having a plurality of network-connected terminals, each comprising,

          visual display means;

          processing means;

          storage means; and

          memory means; wherein

said memory means includes

     instructions to duplicate an object from a second of said network-connected terminals at a first of said network-connected terminals in response to a data requirement of said first terminal;

     instructions to access data in said object using locally executed object instructions at said first terminal; and

     instructions to maintain data consistency between duplicated objects.

     2. Apparatus according to claim **1**, wherein said instructions are either stored in said storage means or are loaded from an external medium and retrieved into said memory means.

     3. Apparatus according to claim **1**, wherein said instructions to maintain data consistency between duplicated objects monitor Central Processing Unit usage and network bandwidth utilisation.

     4. A method of sharing data over a network, having a plurality of network-connected terminals, each comprising memory means and

processing means, said memory means including instructions for managing object duplication, including steps of

(a)   in response to a data requirement of a first of said network terminals, duplicating an object from a second of said network terminals at said first terminal;

(b)   at said first terminal, accessing data in said object using locally executed object instructions; and

(c) maintaining data consistency between duplicated objects.

5. A method according to claim **4**, wherein said object duplication instructions for managing object duplication constitutes a duplication manager.

6. A method according to claim **4**, wherein said object from a second of said network terminals is a duplicate master.

7. A method according to claim **4**, wherein said duplicated object at said first terminal is a duplicate.

8. A method according to claim **4**, wherein said duplicate master updates said duplicate.

9. A method according to claim **4**, wherein only one duplicate master exists for a group of duplicates.

10. A method according to claim **4**, wherein the role of any of said duplicates within said group and the role of said duplicate master can be switched.

11. A method according to claim **10**, wherein said switching is the result of a command, called load-balancing, or the result of an automatic fault-recovery process performed by the duplication manager.

12. A method of sharing data over a network, having a plurality of network-connected terminals, each comprising memory means and processing means, said memory means including instructions for managing object duplication, including steps of:

(a) in response to an availability of a list of said network terminals, duplicating an object from a second of said network terminals at said first terminal;

(b) at said first terminal, accessing data using locally executable object instructions; and

(c) maintaining data consistency between duplicated objects.

13. A method according to claim **12**, wherein said object duplication instructions for managing object duplication constitute a duplication manager.

14. A method according to claim **12**, wherein said object from a second of said network terminals is a duplicate master;

15. A method according to claim **12**, wherein said duplicated object at said first terminal is a duplicate;

16. A method according to claim **12**, wherein said duplicate

master updates said duplicate;

17.   A method according to claim **12**, wherein only one duplicate master exists for a group of duplicates.

18.   A method according to claim **12**, wherein the role of any of said duplicates within said group and the role of said duplicate master can be switched.

19.   A method according to claim **18**, wherein said switching is the result of a command, called load-balancing, or the result of an automatic fault-recovery process performed by the duplication manager.

20.   A computer-readable medium having computer-readable instructions executable by a computer such that, when executing said instructions, a computer will perform the steps of

(a)   in response to a data requirement of a first network terminal of a plurality of network terminals, duplicating an object from a second of said plurality of network terminals at said first terminal;

(b)   at said first terminal, accessing data in said object using locally executed object instructions; and

(c) maintaining data consistency between duplicated objects.

21.   A computer-readable medium having computer-readable instructions executable by a computer such that, when executing said instructions, a computer will perform the steps of

(a)   in response to an availability of a list of network terminals,

duplicating an object from a second of said network terminals at a first of said terminals;

(b)   at said first terminal, facilitating data access using locally executable object instructions; and

5   (c)   maintaining data consistency between duplicated objects.